

**PRINT OF DRAWINGS
AS ORIGINALLY FILED**

FIGURE 1

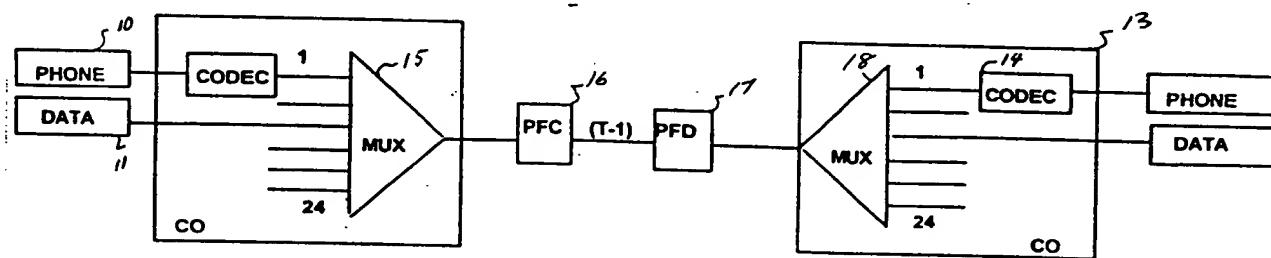


FIGURE 2

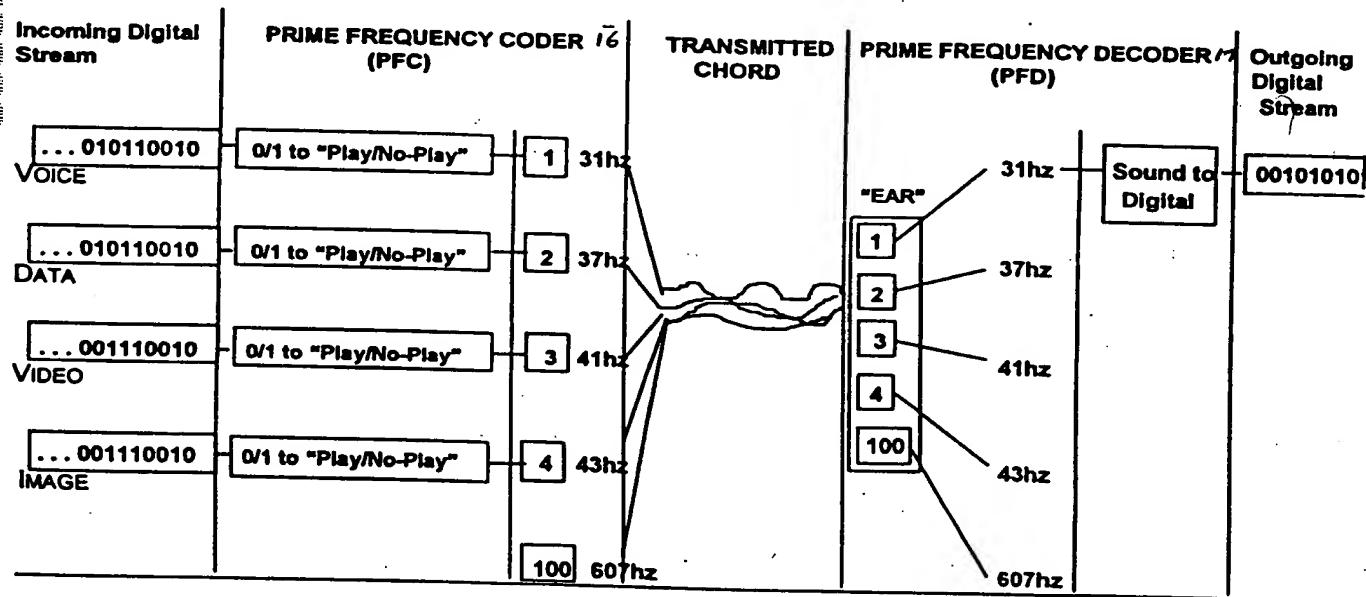


FIGURE 3: FLOW-CHART OF COMPUTER PROGRAM

PRIME FREQUENCY TABLE
(Contains Table of 100 to 10,000 prime numbers)

1 - 31	5 - 47	9 - 73
2 - 37	6 - 53	10 - 79	100 - 607
3 - 41	7 - 67	11 - 83	
4 - 43	8 - 71	12 - 893	

(Prime numbers near 60 are excluded)
External Pre-programmed CSV file

Digital sound streams
with unique prime number
Frequency

INCOMING DIGITAL STREAM
Binary Sequence

ASSIGN PRIME FREQUENCY
Test for lowest available slot,
match to corresponding prime number

Convert binary sequence to sequence of :
0 = one bit signal of 'no play'
registers as one time slot of silence
1 = one bit signal of 'play' at assigned
prime frequency hertz cycle
This forms a DIGITAL SOUND STREAM.
The sound stream is still comprised of a sequence
of 0's and 1's, but 'pulsed' at a prime frequency,
(there is no actual sound)
Time slot is 10E-5s

**DIGITAL SOUND STREAMS FROM ALL CHANNELS IS SIMULTANEOUSLY
TRANSMITTED OVER TRANSMISSION MEDIUM AS A DISHARMONIC SOUND "CHORD"**

... Transmission Medium can be T-1, ISDN, Frame Relay, copper wire
... Transmission Medium can be any medium capable of carrying digital transmission

**DIGITAL SOUND STREAMS ARE SEPARATED ACCORDING TO PRIME FREQUENCY SIGNATURE AND
MATCHED TO CORRESPONDING CHANNEL ***

If Sound Bit is comprised of the frequency corresponding to Channel 1 (31 Hz) then direct sound bit to Channel 1
If Sound Bit is comprised of the frequency corresponding to Channel 2 (37 Hz) then direct sound bit to Channel 2
If Sound Bit is comprised of the frequency corresponding to Channel 100 (607 Hz) then

CHANNEL 1 (31 Hz)

CHANNEL 2 (37 Hz.)

CHANNEL 3 (41 Hz.)

...ETC

Convert sequence of "play"/"no-play"
to binary sequence

**Outgoing Digital Stream
Binary Sequence**

* Separation of each Digital Sound Stream from the Disharmonic Sound Chord is accomplished by using 4 standard DSP computer chips (Digital Sound Processors), each of which has a minimum processing power of 10 MIPS.